BRITAIN'S ONLY OFFICIAL SEGA COMIC!

sonic the comic

No.15 DECEMBER 11th 1993
Britain's OFFICIAL SEGA COMIC
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starring SONIC THE HEDGEHOG

PLUS

YOUR SOARAWAY SEGA SUPERSTARS:

ECCO

DECAP ATTACK

GOLDEN AXE

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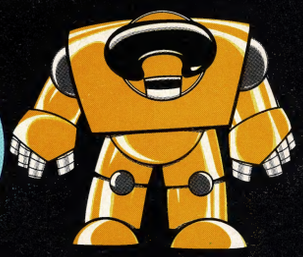
CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

'Tis the season to be jolly - or so they say. I'm certainly feeling jolly - jolly well fed up!

Those lazy humes started their Christmas party about a week ago and have left me to produce Britain's top Sega-powered comic almost single-handedly! That normally wouldn't be a problem for such a talented droid as myself, but I was also landed with the job of producing, not one, but two issues of the brilliant new **Sonic The Poster Mag**, organise competitions, decorate the office, write the Christmas cards and keep the humes' party stocked with large packets of smokey bacon flavoured crisps! Phew, glad I installed my heavy-duty batteries!

Though I do say so myself, I'm pretty chuffed with **Sonic The Poster Mag**. Two mega-brilliant posters, backed up with great features - and only £1.35 each. If you haven't already got one, rush out and buy **STPM** no.1 now. It features a giant poster of Sonic in underwater action, and reveals stacks of info about the new Sonic The Hedgehog TV cartoon series. **STPM** no.2 stars ol' Egg Breath himself, Doctor Robotnik, in another giant poster and features detailed hints and tips on how to defeat the bad Bosses in the new *Sonic Chaos* game.

Now, wasn't there something I was going to tell you about this issue concerning a new series? Oh, yes. The newest STC superstar joining us next issue is...Tails! That's right, so many of you have begged us to let Tails have his own series, that that's just what we're going to do. So, stand by, Tails fans - your hero begins his adventures in two weeks' time in our special Christmas issue!

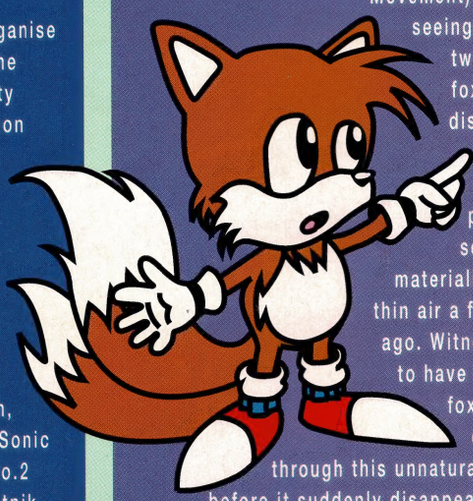
Gotta go now, those lazy humes have run out of crisps again.

Megadroid

S.T.C. NEWS

TAILS FLIES SOLO!

Dateline: Emerald Hill Zone. Miles 'Tails' Prower, constant companion of Mobius hero, Sonic The Hedgehog, has mysteriously disappeared from the Zone. Members of G.R.O.O.M., (Get Robotnik Out Of Mobius Movement), reported seeing the young, twin-tailed fox, disappearing into a strange portal that seemingly materialised out of thin air a few days ago. Witnesses claim to have seen other fox-like creatures through this unnatural doorway before it suddenly disappeared.



Just what has happened to Tails? A full report will begin in the very next issue of STC - the comic that tells it like it is!

SUPER SUBS

Having trouble getting hold of STC on a regular basis? About to move to some remote part of the planet, but can't bear to miss out on a single issue? Fret no more. . .subscribe to Sonic The Comic! That's right, from this issue, STC is available on subscription. Make sure of an entire year's supply of Britain's Only Official Sega Comic by turning to the back of this issue now.

Hint: STC Subs make great gifts. Drop a word in a generous adult's ear now.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | new entry | re-entry

MEGA DRIVE

1	—	MORTAL KOMBAT
2	new	ALADDIN
3	▲	ULTIMATE SOCCER
4	▼	JUNGLE STRIKE
5	—	SONIC THE HEDGEHOG 2
6	▼	MICRO MACHINES
7	new	DAVIS CUP WORLD TOUR
8	—	NHLPA HOCKEY 1994
9	RE	THE TERMINATOR
10	RE	LEMMINGS

MEGA CD

1	▲	NIGHT TRAP
2	▼	BATMAN RETURNS
3	—	FINAL FIGHT
4	—	SHERLOCK HOLMES
5	—	ROAD AVENGER
6	RE	WOLFCHILD
7	▲	AFTERBURNER 3
8	▼	PRINCE OF PERSIA
9	▼	JAGUAR XJ220
10	new	INXS-MAKE MY VIDEO

MASTER SYSTEM

1	—	MOTAL KOMBAT
2	▲	SONIC THE HEDGEHOG 2
3	▼	ASTERIX
4	▲	THE TERMINATOR
5	RE	CHAMPIONS OF EUROPE
6	new	SMASH TV
7	RE	THE SIMPSONS
8	—	ALEX KIDD IN SHINOBI WORLD
9	RE	ALIEN STORM
10	▼	GOLDEN AXE

GAME GEAR

1	—	MORTAL KOMBAT
2	—	SONIC THE HEDGEHOG 2
3	▲	G-LOC
4	RE	TAZ-MANIA
5	▲	THE TERMINATOR
6	▼	DONALD DUCK
7	▼	JURASSIC PARK
8	RE	MICKEY MOUSE
9	RE	INDIANA JONES 3
10	▼	SUPER KICK OFF

SPONSORED BY PENGUIN BISCUITS ELSPA CHARTS COMPILED BY GALLUP

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THE GREEN EATER

Sonic THE HEDGEHOG

PLANET MOBIUS, RULED BY ROBOTNIK.

DEEP IN THE SCRAP-BRAIN ZONE, THE BADNIKS ARE BUILDING A TERRIFYING NEW MACHINE.

WORK FASTER, YOU SLIME!

Robotnik picks his favour-ites!

SING PRAISE TO THE GLORY OF DOCTOR ROBOTNIK!

BZZZ-CHAAAK!

EEEP!

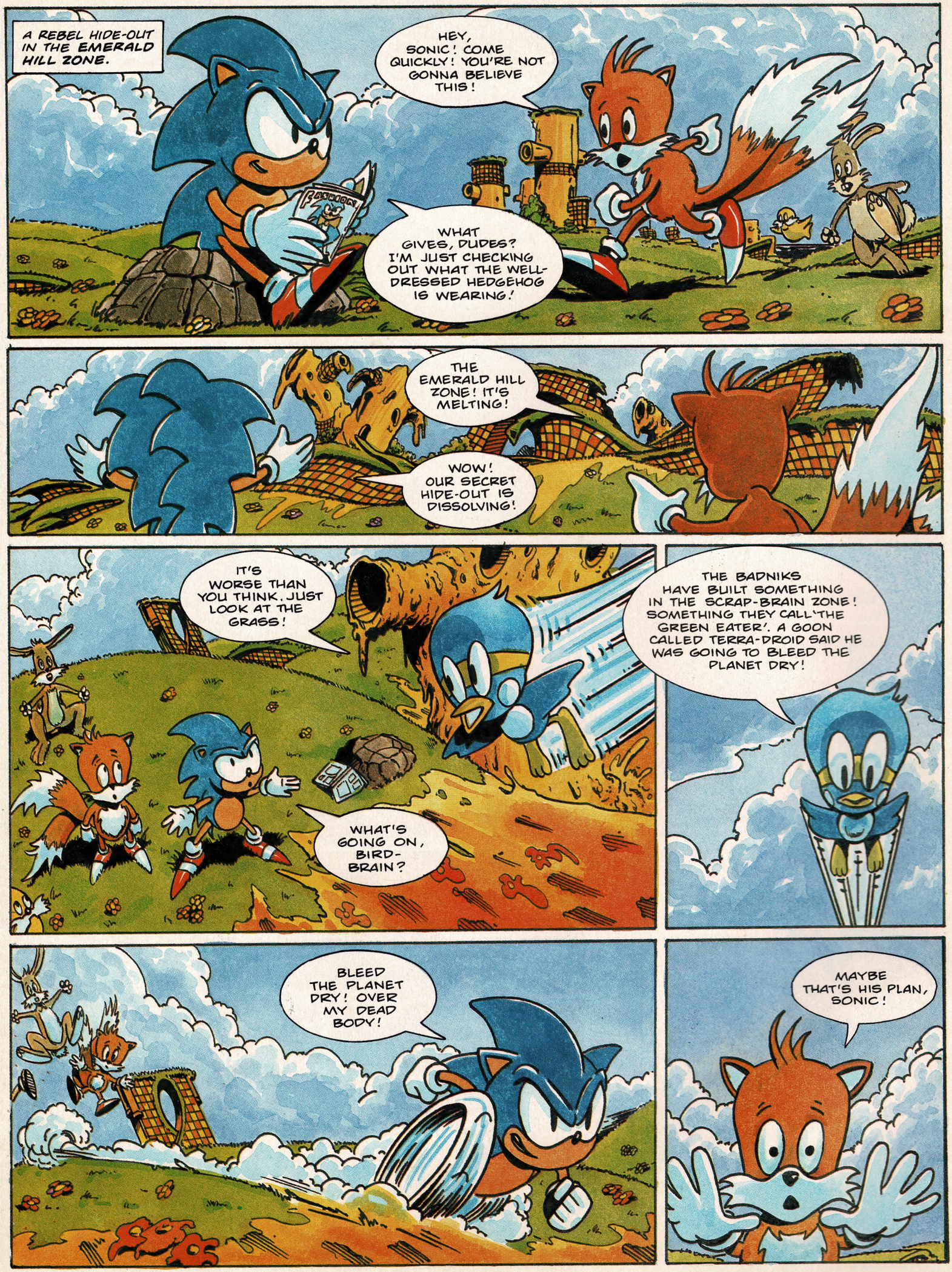
I-I CAN'T GO ON!

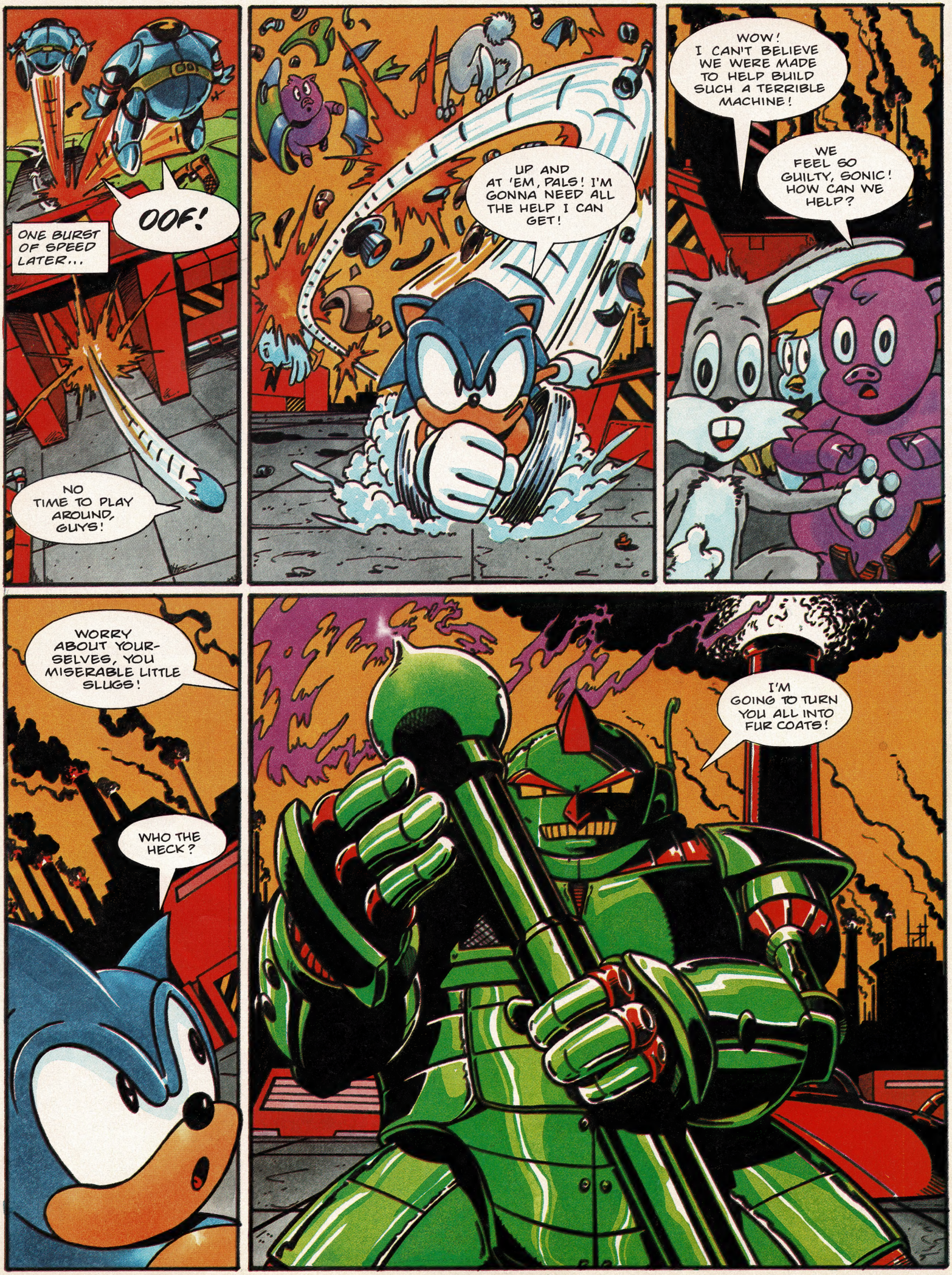
GET UP! I'M NOT DOING YOUR SHARE OF WORK!

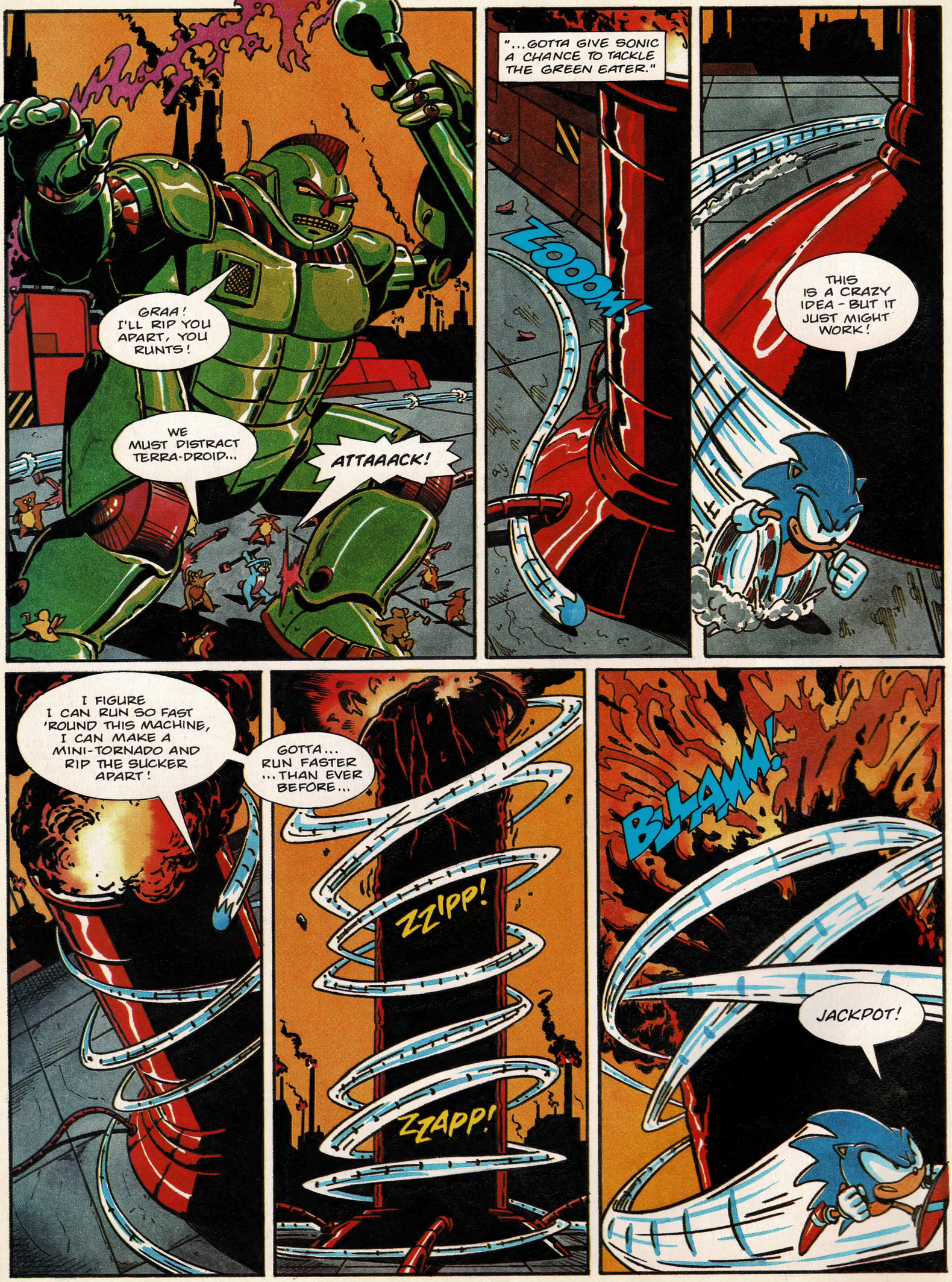
TERRA-DROID WANTS HIS SPECIAL PROJECT FINISHED TODAY!

I WANT THE GREEN-EATER WORKING IN ONE HOUR, YOU WORMS! WORK TWICE AS HARD, OR FACE MY WRATH!

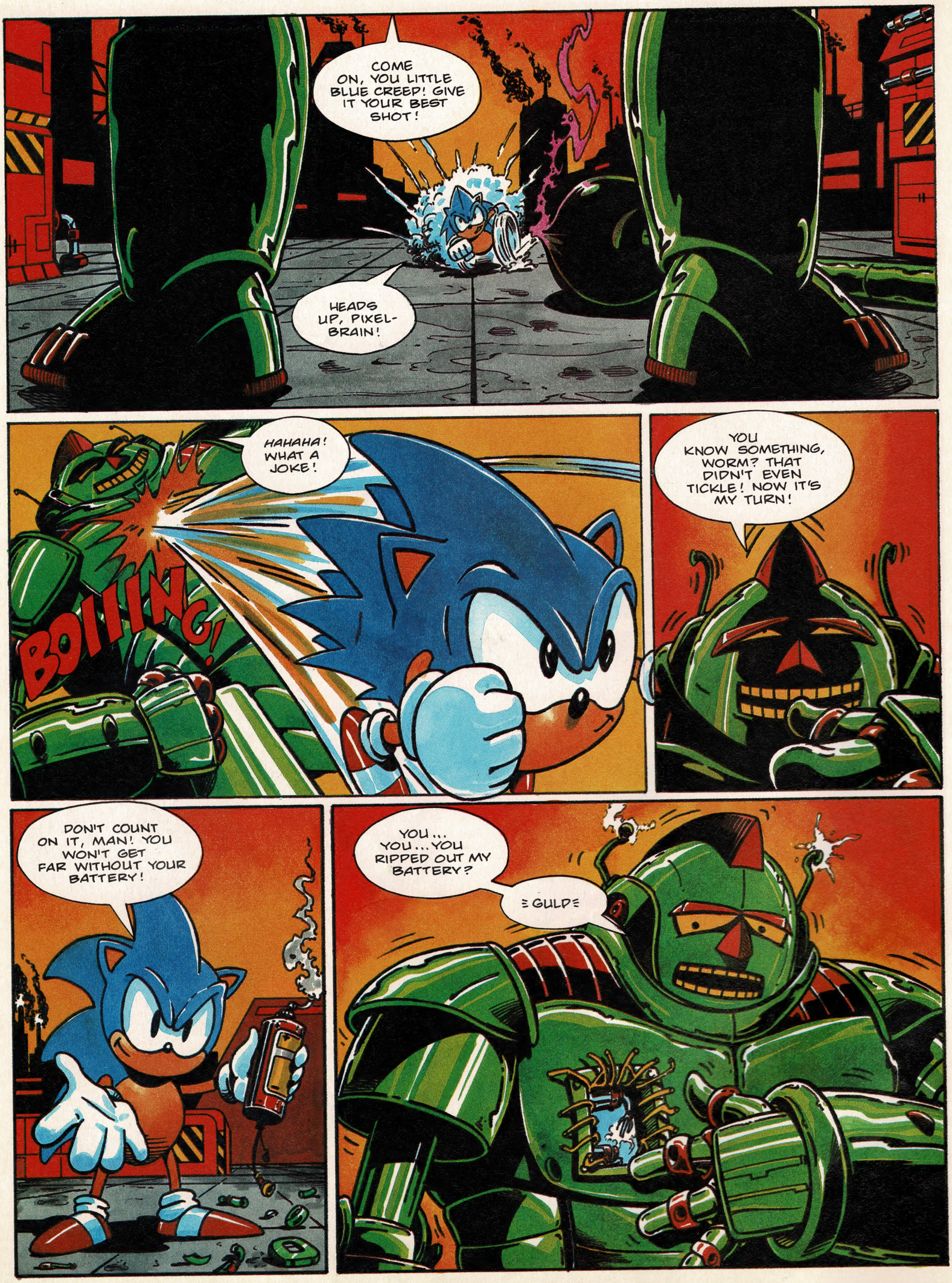
Script: Mark Millar Art: Mike Hadley Lettering: Elitta Fell

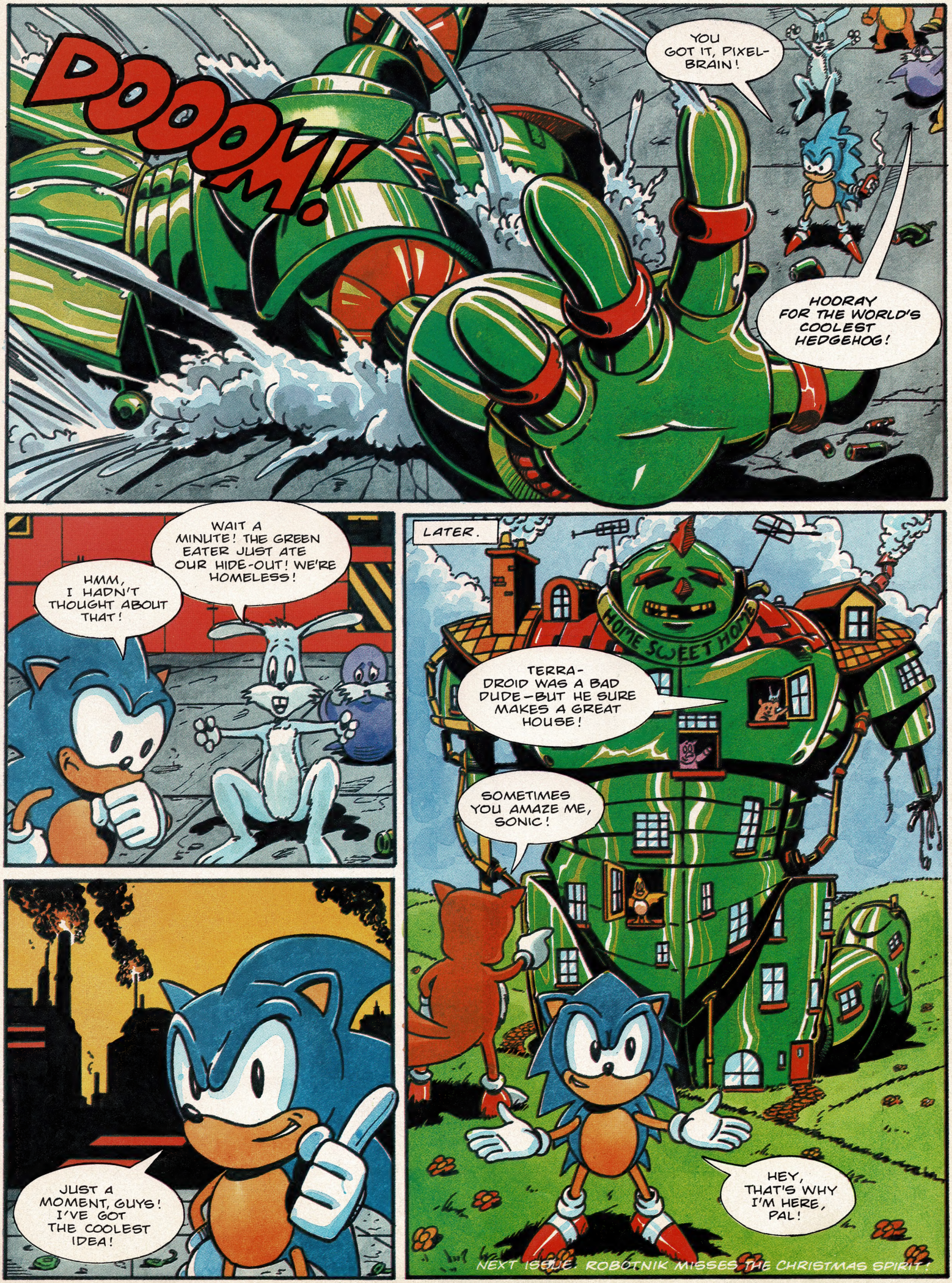

A REBEL HIDE-OUT IN THE EMERALD HILL ZONE.
HEY, SONIC! COME QUICKLY! YOU'RE NOT GONNA BELIEVE THIS!
FASHION
WHAT GIVES, DUDES? I'M JUST CHECKING OUT WHAT THE WELL-DRESSED HEDGEHOG IS WEARING!
THE EMERALD HILL ZONE! IT'S MELTING!
WOW! OUR SECRET HIDE-OUT IS DISSOLVING!
IT'S WORSE THAN YOU THINK. JUST LOOK AT THE GRASS!
WHAT'S GOING ON, BIRD-BRAIN?
THE BADNIKS HAVE BUILT SOMETHING IN THE SCRAP-BRAIN ZONE! SOMETHING THEY CALL 'THE GREEN EATER'. A GOON CALLED TERRA-DROID SAID HE WAS GOING TO BLEED THE PLANET DRY!
BLEED THE PLANET DRY! OVER MY DEAD BODY!
MAYBE THAT'S HIS PLAN, SONIC!


OOF!
ONE BURST OF SPEED LATER...
NO TIME TO PLAY AROUND, GUYS!
UP AND AT 'EM, PALS! I'M GONNA NEED ALL THE HELP I CAN GET!
WOW! I CAN'T BELIEVE WE WERE MADE TO HELP BUILD SUCH A TERRIBLE MACHINE!
WE FEEL SO GUILTY, SONIC! HOW CAN WE HELP?
WORRY ABOUT YOURSELVES, YOU MISERABLE LITTLE SLUGS!
WHO THE HECK?
I'M GOING TO TURN YOU ALL INTO FUR COATS!


GRAA! I'LL RIP YOU APART, YOU RUNTS!
WE MUST DISTRACT TERRA-DROID...
ATTAAACK!
"...GOTTA GIVE SONIC A CHANCE TO TACKLE THE GREEN EATER."
ZOOOM!
THIS IS A CRAZY IDEA - BUT IT JUST MIGHT WORK!
I FIGURE I CAN RUN SO FAST 'ROUND THIS MACHINE, I CAN MAKE A MINI-TORNADO AND RIP THE SUCKER APART!
GOTTA... RUN FASTER ...THAN EVER BEFORE...
ZZIPP!
ZZAPP!
BLAMM!
JACKPOT!

HA! THAT'S MORE LIKE IT!
Robotnik picks his favourites! NOSE!
HOW DARE YOU BETRAY ME, YOU INSECTS! NO ONE CROSSES TERRA-DROID AND LIVES!
YIIKES!
DOCTOR ROBOTNIK WOULD BE PROUD OF YOU, TERRA-DROID.
HUH? WHY'S THAT?
YOU'RE ALMOST AS BAD A SCUM BAG AS HE IS!


COME ON, YOU LITTLE BLUE CREEP! GIVE IT YOUR BEST SHOT!
HEADS UP, PIXEL-BRAIN!
HAHAHA! WHAT A JOKE!
BOIIING!
YOU KNOW SOMETHING, WORM? THAT DIDN'T EVEN TICKLE! NOW IT'S MY TURN!
DON'T COUNT ON IT, MAN! YOU WON'T GET FAR WITHOUT YOUR BATTERY!
YOU... YOU... YOU RIPPED OUT MY BATTERY?
≡GULP≡


DOOOM!
YOU GOT IT, PIXEL-BRAIN!
HOORAY FOR THE WORLD'S COOLEST HEDGEHOG!
WAIT A MINUTE! THE GREEN EATER JUST ATE OUR HIDE-OUT! WE'RE HOMELESS!
HMM, I HADN'T THOUGHT ABOUT THAT!
JUST A MOMENT, GUYS! I'VE GOT THE COOLEST IDEA!
LATER.
HOME SWEET HOME
TERRA-DROID WAS A BAD DUDE—BUT HE SURE MAKES A GREAT HOUSE!
SOMETIMES YOU AMAZE ME, SONIC!
HEY, THAT'S WHY I'M HERE, PAL!
NEXT ISSUE: ROBOTNIK MISSES THE CHRISTMAS SPIRIT!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.
STC REVIEWERS THIS ISSUE:
Steve May, Vincent Low.

SONIC CD

game type: ACTION
1 PLAYER

MCD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

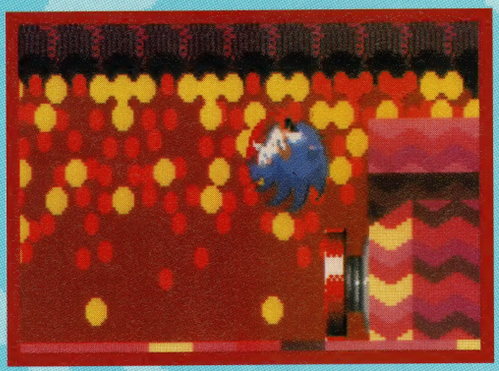
STC Rating System

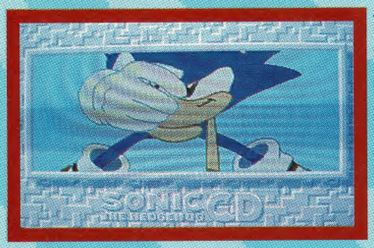
under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

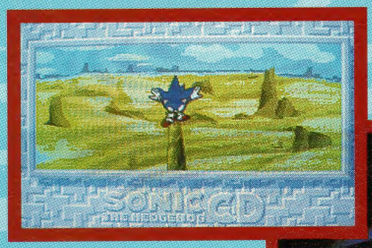
Get ready for the ultimate *Sonic the Hedgehog* game! **Sonic CD** is the most amazing Sonic adventure to date, with over 75 levels to work through. You are up against old Egg-Features once again. Yes, Doctor Robotnik is back, fatter and uglier than ever. To beat him you not only have to work your way through many new zones, but you actually do some time travelling back to the past and into the future.

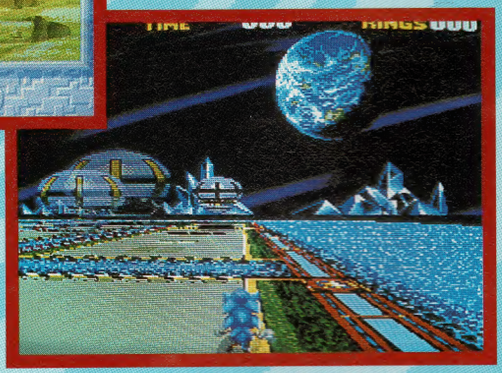
All the familiar Sonic moves are there - like dash and spin attacks - plus many additional new moves, like a speedy run, with Sonic's legs looking like rubber bands!

Like *Sonic 2*, collecting over a set number of gold rings warps you to a special bonus round. This time Sonic is running along a scaled road trying to collect rings while taking out alien ships above him. This is fast, fun and makes you incredibly dizzy!









What really helps to set this new Sonic romp apart from the previous cart-based games is the incredible music, which has some seriously huge 'choons' as well as mournfully soulful ballads.

The gameplay also has a few novel touches with Sonic taking super-leaps off floors to scale heights, plus there's also some weird springs rolling around on casters!

If you want to see what the Mega CD can do, then you will not be disappointed with **Sonic CD.** It has plenty of levels, fabby music, great gameplay combos, an amazing bonus round, and even a level select cheat!

There's lot's more about this game - in fact too much for the space available here. A glance at the mega-special preview of **Sonic CD,** STC 9's News Zone, will show you just how good it looks.

By the way, if you should happen to complete the game, you get to see a gob-smacking end sequence and some awesome scaling. Go for it! - VL.

FAST FAX

PUBLISHER: SEGA
PRICE: £49.99

GRAPHICS 85
SOUND 90
PLAYABILITY 90

RAVES
Brill graphics, sound and playability.

GRAVES
Not alot thats new.

OVERALL 90%

SILPHEED

game type:
ACTION
1 PLAYER

MCD

FAST FAX

PUBLISHER: SEGA
PRICE: £49.99

GRAPHICS: 95
SOUND: 80
PLAYABILITY: 90

RAVES: The most incredible graphics ever!

GRAVES: Yet another vertical shoot 'em up.

OVERALL: 85%

The poor old Mega CD has taken a lot of stick over the last six months or so, with people saying it just does not have any hot games. Well lookee here as **Silpheed** is quite literally the most gob-smacking shooting game I have ever played.

You first take control of a nimble spaceship, the object being to protect your world from the invading hordes. There are many varied scenes to work through and your ship can move left and right, as well as into the screen. Aliens attack from all sides, and you can take them out with your laser cannons, or a choice of different weapons, which you power-up between each stage. You also have a special option weapon with limited ammo; this is effectively your smart bomb, so use it wisely.

The planets and ships you're up against are totally, totally awesome. You really have to see the graphics and explosions to believe that this is a game played at home.

There are the most enormous spaceships exploding into literally thousands of pieces - *each* of which spins and rotates! There are asteroid belts with the biggest asteroids you have ever seen whizzing past and exploding in your face.

The music and sound effects are also superb. **Silpheed** has genuine playability, although the actual depth of gameplay is limited by the type of action.

I cannot stress this enough - get this game if you own a Mega CD. If you do not yet own a Mega CD then **Silpheed** is the game that will give you a reason to buy one! - VL.

ECCO THE DOLPHIN

game type: ACTION
1 PLAYER

MCD

FAST FAX

PUBLISHER: SEGA
PRICE: £49.99

GRAPHICS: 85
SOUND: 90
PLAYABILITY: 85

RAVES: Great presentation and depth

GRAVES: Can be slow to get in to.

OVERALL: 90%

Ecco fans from the Mega Drive can thrill to this stunning conversion to the Mega CD.

The **Ecco** CD game has the same concept, and pretty much the same play as the original. You take the role of Ecco and the aim is to find out what has happened to your family (or 'pod'), who were taken from you by a mysterious alien force. You get to explore underground caves, talk with other sea creatures and use your wits and speed to overcome the obstacles stacked against you.

Your movements are limited to swooping out of the sea, ramming creatures, or moving objects around, but believe me you will need serious brainwork to finish this game. **Ecco** blurs the line between arcade action and strategy beautifully, and it is quite intuitive to play.

The extra touches on this game include the impressive use of Q*Sound. This is an amazing sound processing system that seems to come from all around you on any standard stereo system. To get the most from this game, hook your Mega CD up to a hi-fi and listen to the haunting tunes and sounds! There is also some digitised footage - but you have to find it first as it's sneakily hidden away!

Ecco The Dolphin is a stunning example of what Mega CD can do to a standard Mega Drive game. In its own right it is stunning. The tunes and play will stay with you long after you switch it off! - VL.

PGA TOUR GOLF

game type: SPORTS
1 PLAYER

GG MS

PGA Tour Golf started life as a sports sim for the PC. Creators Electronic Arts then issued it, minus a trick or two, on the Mega Drive and SNES. Now Tengen (eager to capitalise on its good rep) have licensed it for all Master System and Game Gear owners, albeit without most of its lush green gloss.

What remains are the bare bones of a good golf game. The gameplay initially looks quite promising. The opening menu screen offers several game options (a practice round, a visit to the driving range, a putting green, or the full blown tournament) and the option of playing against a computer generated opponent . Sadly, what follows is really not worth getting your plus fours in a swing for.

For starters, the graphic screens build slowly and the sight of a white ball bouncing about in a largely featureless green box, doesn't come close to freshly cut grass and sandy pits.

And Tengen can't blame the humble Master System for the weak display. Sega's own (ancient) *GolfMania* is evidence that an 8-bit console can deliver a golf game that's interesting to look at and fun to play.

It's not all bad, though. Games can be saved with the battery back-up and resumed later on and the secret of a good slice takes time to learn.

For what it's worth, there's very little difference between the Master System and the Game Gear versions of **PGA Tour Golf** - but neither cart exhibits much in the way of an interesting noise. - SM.

FAST FAX

PUBLISHER: TENGEN
PRICE: £29.99

GRAPHICS: 39
SOUND: 35
PLAYABILITY: 45

RAVES: Plug it in and it works.
GRAVES: Dull, dull, dull, dull.

OVERALL: 54%

GAUNTLET IV

game type: ARCADE
1- 4 PLAYERS

MD

Your head spins like a Mega CD, your heart beats faster than a Shaman dance track. The slap of demon feet and the chill wind of ghostly breath is closing in all around you. Press Pause. Just when you thought that this particular arcade adventure had passed its sell-by date, you're lured back into the dank, dark, decidely dodgy dungeon depths of **Gauntlet**, the never-ending maze of a mystery game.

Version four of **Gauntlet** is much like those that have gone before, only with a few extra twists and turns thrown in for good measure. The game sports the same bat's eye view of the playing field, and the same swarm of buzzing, bad-tempered baddies (ghosts, grunts, demons, lobbers, etc.) are all out for blood (yours!).

There is, however, a certain variety of thrill on offer this time round. You can select one of four game modes (Arcade, Quest, Battle and Record) and four characters (Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard and Questor the Elf).

FAST FAX

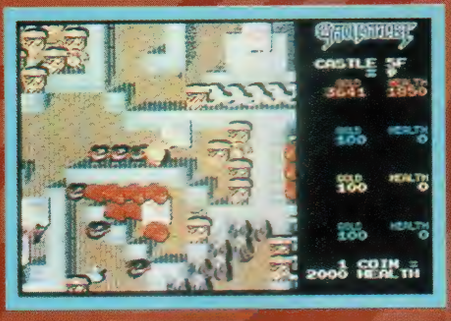
PUBLISHER: TENGEN
PRICE: £44.99

GRAPHICS: 62
SOUND: 70
PLAYABILITY: 65

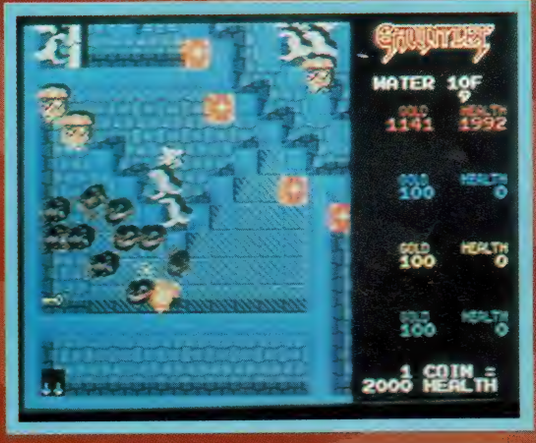
RAVES: Four play modes for four players and good scary sounds.
GRAVES: This particular dungeon has been done to death.

OVERALL: 78%

The Arcade option is the most familiar. The idea is to survive as many levels as possible, finding the key (or keys) to the exit of each floor, while hoovering up assorted magic potions, treasures and snacks. The Battle mode pits players against each other, while the Record mode allows you to beat a personal best performance. The most enjoyable alternative is Quest, which sets your player on - well, a quest. Unlike the Arcade mode there's a good number of puzzles to solve.



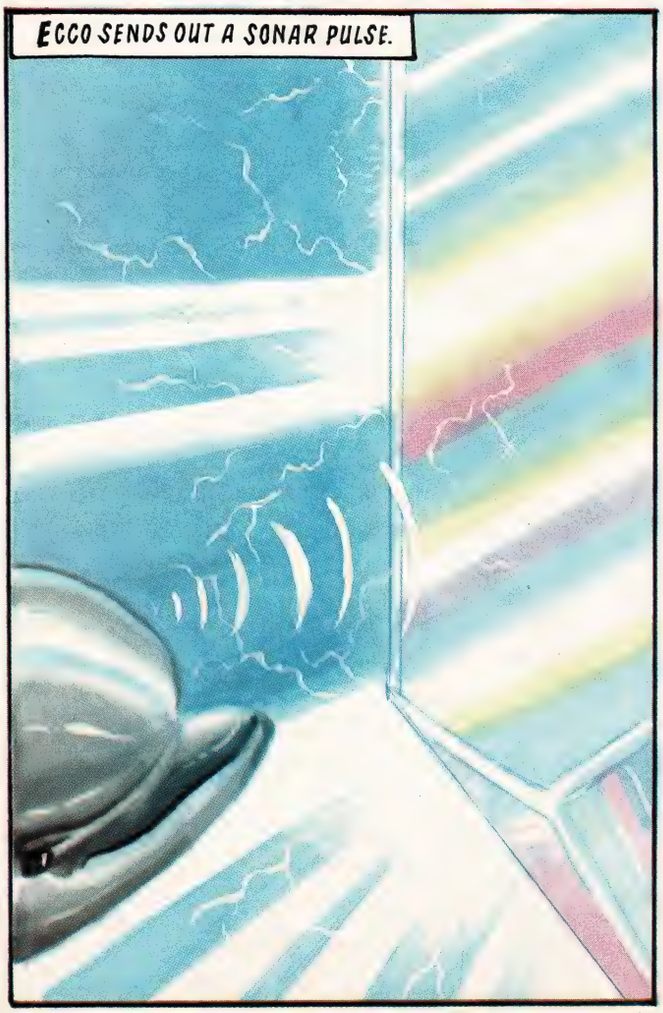
Atmosphere has always been one of the key attractions of **Gauntlet**, and in this version there's some excellent voice synthesis to merry the mood. You'll ceratinly feel a rush of adrenalin when the ghostly hordes close in around you. Graphically though there's little to get excited about . The verdict: fine, even if it is about as fresh as a week old pop tart. - SM.



ECCO the Dolphin
Part 3
FAR IN EARTH'S PAST, ECCO HAS DESTROYED A MYSTERIOUS MACHINE, ONLY TO BE PLUCKED FROM THE SEAS BY A TERRIFYING WINGED PREDATOR!
STOP! STOP! WHERE ARE YOU TAKING ME?
YOU ARE THE STRANGE MAMMAL I WAS TOLD OF. DO NOT FEAR ME. I AM TO TAKE YOU TO...
...THE ONE WHO WAITS!

Script: Woodrow Phoenix **Art:** Steve White **Lettering:** Tom Frame

A SKY-GLYPH!

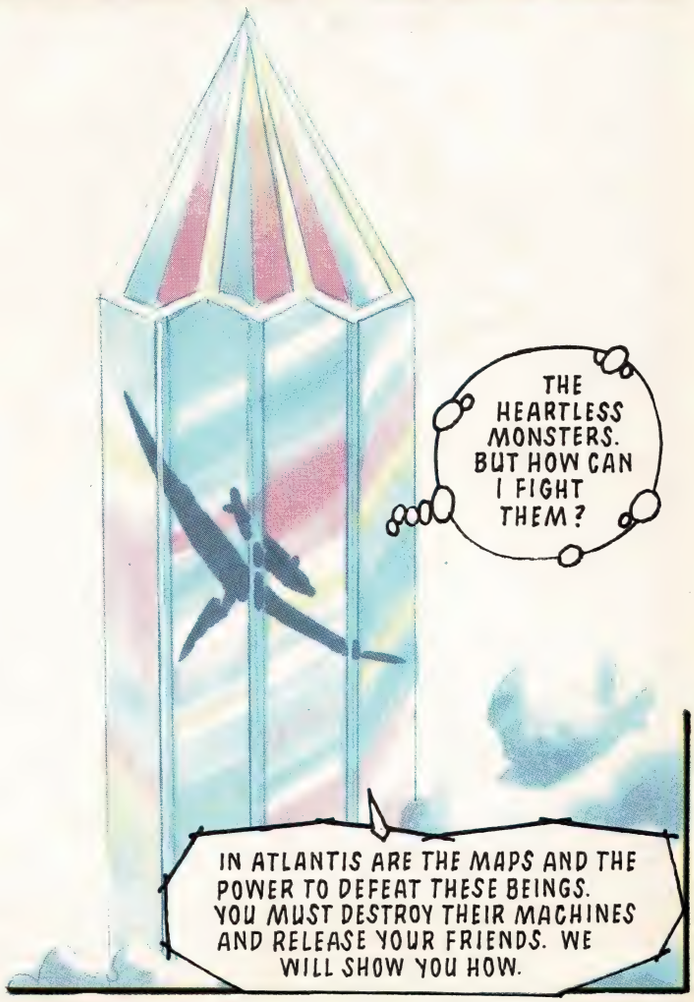

ECCO SENDS OUT A SONAR PULSE.

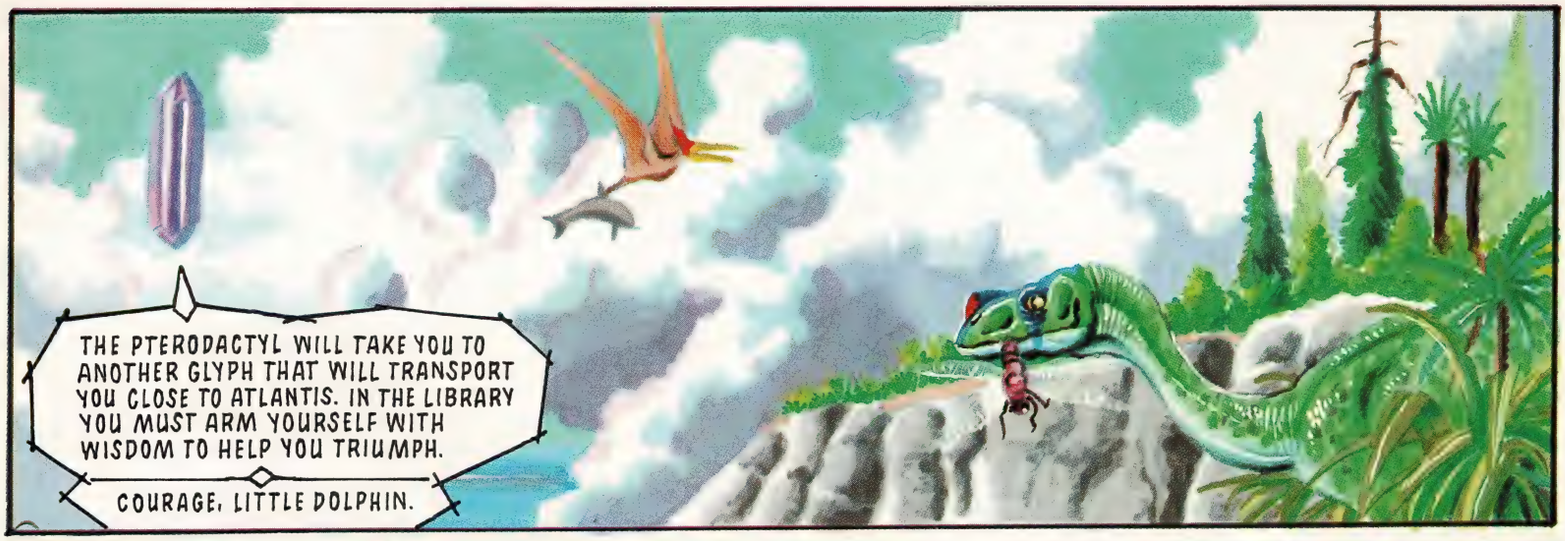
THERE IS MUCH YOU MUST HEAR, LITTLE DOLPHIN, BEFORE YOU CAN SUCCEED IN YOUR QUEST. BUT MY KNOWLEDGE IS LIMITED. WHEN I HAVE TOLD YOU WHAT I KNOW, YOU WILL HAVE TO GO FURTHER... TO THE ABANDONED CITY OF ATLANTIS!

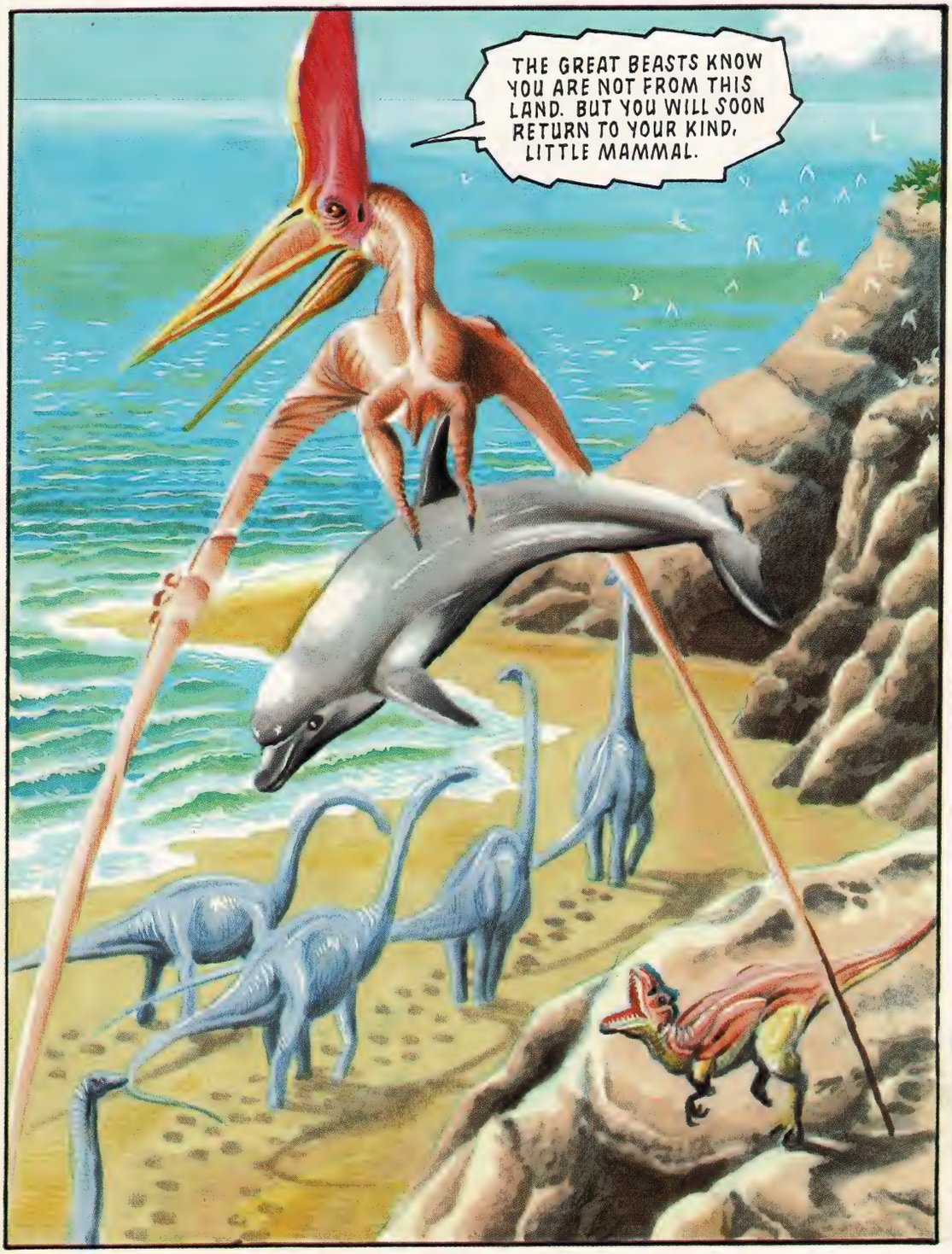
A CITY? WHERE TAIL-LESS DRY ONES DWELL?
YES, MEN. MEN WHO BUILT ME AND MY SISTER GLYPHS AND FILLED US WITH THEIR WISDOM IN PREPARATION FOR YOUR COMING.

LITTLE DOLPHIN, THE MENACE THAT HAS STOLEN YOUR FRIENDS AND ENDANGERED MY MAKERS IS NOT OF THE SEAS WE KNOW, NOT EVEN OF THIS EARTH, BUT FROM BEYOND THE SKIES THEMSELVES!

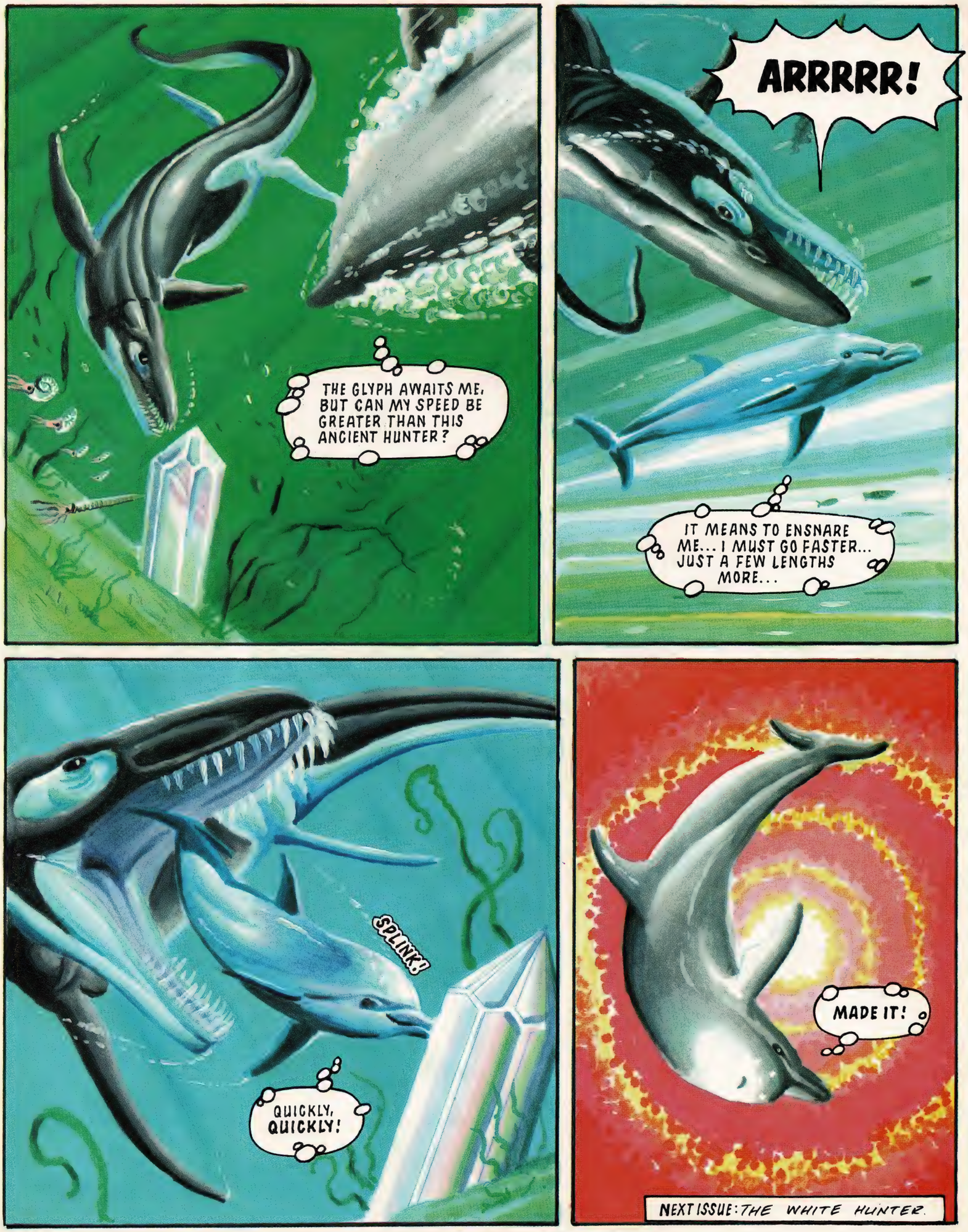
YOU DESTROYED ONE OF THEIR MANY MACHINES, PLACED WHERE THEY MAY ENSNARE UNWARY CREATURES. THEY TRIED TO PREVENT YOU FROM REACHING ME AND FAILED.
BUT WHY DO THESE... BEYONDERS WANT TO CAPTURE THE SEA'S PEOPLES?
THEIR WORLD IS AN OLD WORLD. IT CAN FEED THEM NO LONGER. OUR SEAS ARE ABUNDANT WITH LIFE...


THE HEARTLESS MONSTERS. BUT HOW CAN I FIGHT THEM?
IN ATLANTIS ARE THE MAPS AND THE POWER TO DEFEAT THESE BEINGS. YOU MUST DESTROY THEIR MACHINES AND RELEASE YOUR FRIENDS. WE WILL SHOW YOU HOW.


THE PTERODACTYL WILL TAKE YOU TO ANOTHER GLYPH THAT WILL TRANSPORT YOU CLOSE TO ATLANTIS. IN THE LIBRARY YOU MUST ARM YOURSELF WITH WISDOM TO HELP YOU TRIUMPH.
COURAGE, LITTLE DOLPHIN.


THE GREAT BEASTS KNOW YOU ARE NOT FROM THIS LAND. BUT YOU WILL SOON RETURN TO YOUR KIND, LITTLE MAMMAL.

THE JEWEL WILL SEND YOU HOME.


THE GLYPH AWAITS ME. BUT CAN MY SPEED BE GREATER THAN THIS ANCIENT HUNTER?
ARRRRR!
IT MEANS TO ENSNARE ME... I MUST GO FASTER... JUST A FEW LENGTHS MORE...
SPLINK!
QUICKLY, QUICKLY!
MADE IT!
NEXT ISSUE: THE WHITE HUNTER.

NEWS Zone

THESE ARE THE CHAMPIONS!

Eternal Champions challenge street fighters

As hinted at in this Zone last issue, Sega is about to take you to the next level in fighting games! **Eternal Champions** is a big (24 Megabit!) tournament game for the Mega Drive, due for release next month.

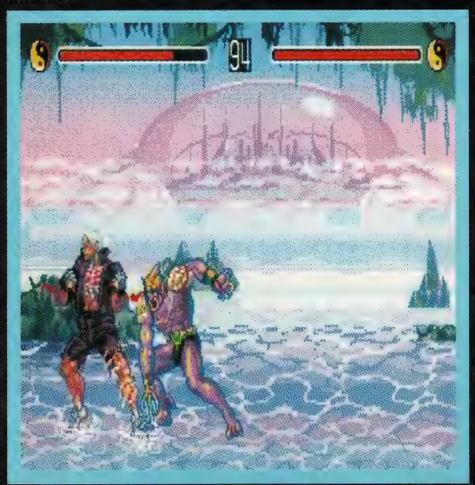
Eternal Champions will seriously challenge *Streetfighter 2* with its new features and incredible depth of gameplay and storyline. The key to this new game is the fact that it was designed specifically for use at home rather than being just another arcade conversion. **E.C.** features over 300 moves with each of the nine starring characters having seven special moves of their own.

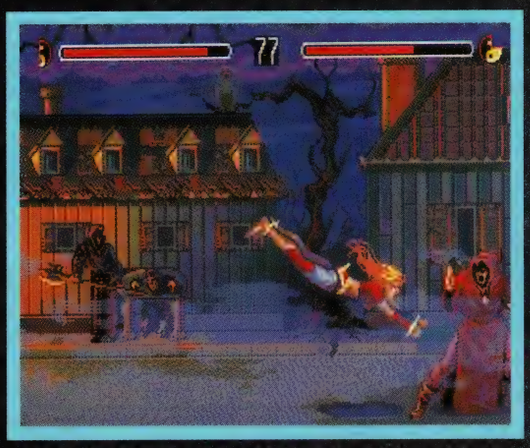
The scene is set in the far future with The Eternal Champion pulling together the greatest fighters from history to help save Earth's future. You have to choose a fighter and then beat all the rest of them before you eventually square up to the Eternal Champ in a battle to the finish!

The graphics are awesome with the biggest characters ever seen on the Mega Drive. Super sound samples give bone-crunching effects and some of the moves are blindingly fast.

Eternal Champions' nine characters are each unique in their appearance, fighting style, and special moves. If they (or you!) perform exceptionally well in battle there are also special end sequences to show their fates.

Midknight and Trident duke it out near the ancient city of Atlantis.





Jetta and Xavier square off in old Salem, where witches and warlocks were burned at the stake!

Let's meet the Champs:

R.A.X. COSWELL
Half-man and half-cyborg from 2345 A.D. Fighting style: Thai Kick Boxing.

JETTA
A circus acrobat from 1899 A.D. Fighting style: Savate, the art of hand and foot fighting.

SLASH
A hunter from the dawn of time. Fighting style: Any move or attack that will cause pain or damage!

BLADE
Bounty hunter. Fighting style: Kenpo; a hand and fist method.

SHADOW YAMOTO
A corporate assassin from the present day. Fighting style: Taijutsu-Ninjitsu, combining the precursor to judo and the art of invisibility.

MIDKNIGHT
Once a bio-chemical scientist from 2101 A.D., now a living vampire. Favours the Hapkido fighting style

LARCEN TYLER
An ex-cat burglar from 1920's Chicago. Fighting style: Preying Mantis Kung Fu.

TRIDENT
Amphibian gladiator from Atlantis, 110 B.C. Fighting style: Capa Geria, gladiatorial martial art.

XAVIER:
A warlock and alchemist from Salem, 1692 A.D. Fighting style: Hapkido Cane.

The game features a whole host of options and play modes to help you define and refine your skills and you can play it with either three or six button pads!

Eternal Champions is likely to be one of *the* hot games of 1994 and STC will be bringing you lots more information about the characters, the game and some mega-surprises we've got up our sleeves. Stay in touch with STC!

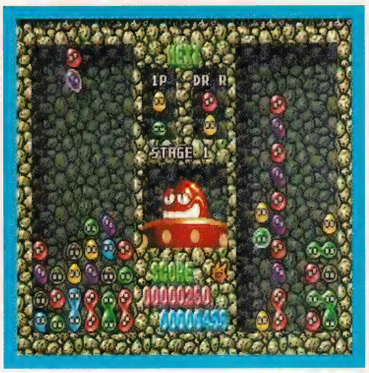
BEANS MEAN ROBOTNIK

Doctor Robotnik cracks game market at last

As we mentioned last issue, Doctor Robotnik - villian-in-chief to Sonic The Hedgehog - is getting his crack at mega-stardom in his own video game.

Doctor Robotnik's Mean Bean Machine is due for release on the Mega Drive next month, and the Master System and Game Gear soon after.

This is a conversion of a Japanese Mega Drive game called **Puyo Puyo**, the style of which is similar to that classic puzzle game, **Columns**. In it there are linked beans dropping down



the screen and the object is to match up colours in racks of four. The difference being that you can link

them if they are touching in horizontal, diagonal and L shapes!

The idea behind **Doctor Robotnik's Mean Bean Machine** is that Robotnik is trying to turn all the beans from Beanville (honestly!) into slaves with his evil Mean Bean Steaming Machine.

You have to save the day and outwit the cronies he sends against you!

SEGA PACKS 'EM IN

PICK A SEGA XMAS BUNDLE

Still having problems with your Christmas list? (What's taking so long?) Can't decide just what Sega consoles or games you want? Well, feast your peepers on this humungous list of Sega hardware/software packs now available.

There are 14 different packs featuring over 30 different games, with prices ranging from around £50 to around £150. If you can't find your ideal Crimbo pressie amongst this lot, then you deserve to spend Christmas watching the Queen's speech and repeats of 'Beadle's About'!

MEGA DRIVE PACKS

ALADDIN PACK - £129.00
Mega Drive II + *Aladdin*, 2 control pads.

SONIC PACK - £139.00
Mega Drive II + *Sonic 1 & 2*, 2 controls pads.

STREETFIGHTER PACK - £149.00
Mega Drive + *Streetfighter II Special Champion Edition*, 2 control pads.

GOOD, BAD & UGLY PACK - £149.00
Mega Drive II + *Sonic 2, The Terminator, James Bond*, 2 control pads.

MARVEL PACK - £129.00
Mega Drive II + *X-Men, Captain America*, 2 control pads.

UNBELIEVABLE VALUE PACK - £149.00
Mega Drive II + *Italia '90, Super Hang On, Columns, John Madden's Football, EA Hockey, Leaderboard Golf*, 2 control pads.

WILD AND WET PACK - £149.00
Mega Drive II + *Italia '90, Super Hang On, Columns, Ecco The Dolphin, Taz-Mania*, 2 control pads.

MASTER SYSTEM PACKS

SONIC PACK - £49.00
Master System + *Sonic The Hedgehog.*

SUPER SONIC PACK - £69.00
Master System + *Sonic 1 & 2.*

UNBELIEVABLE VALUE PACK - £69.00
Master System + *Super Kick Off, Olympic Gold, Sonic The Hedgehog, Trivial Pursuit.*

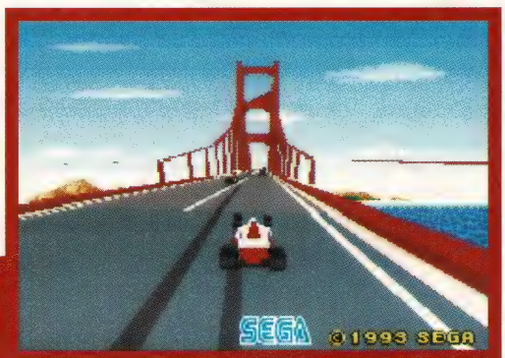
SATURDAY NIGHT AT THE MOVIES PACK - £69.00
Master System + *Batman Returns, The Simpsons, Alien 3, Sonic The Hedgehog.*

GAME GEAR PACKS

ATTACK PACK - £99.00
Game Gear + *Columns, Streets of Rage, Shinobi.*

PUZZLE PACK - £99.00
Game Gear + *Columns, Klax, Popils.*

RESCUE PACK - £99.00
Game Gear + *Columns, Global Gladiators, Prince of Persia.*



VIRTUAL RACER

State-of-the-art racing game roars towards Mega Drive

Virtua Racing, the incredible Sega arcade game, is close to completion in its new Mega Drive incarnation. As reported before in STC, this amazing coin-op game, featuring state-of-the-art 3D polygon graphics, has been faithfully converted from the arcades by a team actually sharing the same room as the group who produced the arcade original.

Virtua Racing is everything the arcade game is - and more! Incredible as it may sound, this game is blindingly fast and, believe it or not, it's actually faster than the arcade game! With exactly the same tracks as the coin-op version, you can switch the perspective you are viewing from. Plus, there's also a choice of manual or automatic gears on your car.

Virtua Racing for the Mega Drive has a provisional release date of March 1994, though this is subject to last-minute change. One thing's for sure . . . it's a game worth waiting for.

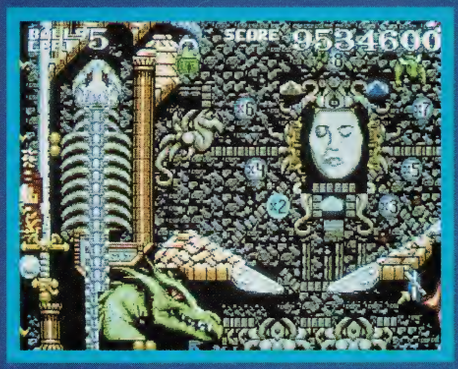
SHORT BURSTS

SONIC ON VIDEO

Talk about fast work! Hardly a TV superstar for five minutes, Sonic zooms onto video!

The **Adventures of Sonic The Hedgehog** features the first three episodes of the Channel 4 cartoon TV series that is currently taking the country by storm. Tempo Video plan to release more episodes on video in the near future. Look for Sonic wherever good videos are sold, price £8.99.

PINBALL MAGIC



Dragon's Revenge is the follow-up to the classic pinball game *Dragon's Fury*. Tengen claim it retains all the superb gameplay of the original with the addition of some amazing bonus levels. There are three main playfields and special scaling of the ball in some of the hardest levels to give the impression of realistic perspective. **Dragon's Revenge** on the Mega Drive is due for release January 17th.

STEALTH FLIGHT

F117 Night Storm is the first Mega Drive flight sim to feature the sinister Stealth Fighter - the most technically advanced strike aircraft in the world. Players can choos to fly in Arcade mode, in which you can choose how many ground and air targets you want to take out, or Combat mode, which features 30 specialised missions. The game also features digitised speech, enhanced bitmapped graphic views and revolutionary infra-red displays. **F117 Night Storm** is a 16-Meg Mega Drive cart due out from Electronic Arts this month.

STC & PSYGNOSIS PRESENT

THE PUGGSY GOLD GRAB!

YOU COULD OWN A MEGA DRIVE & MEGA CD

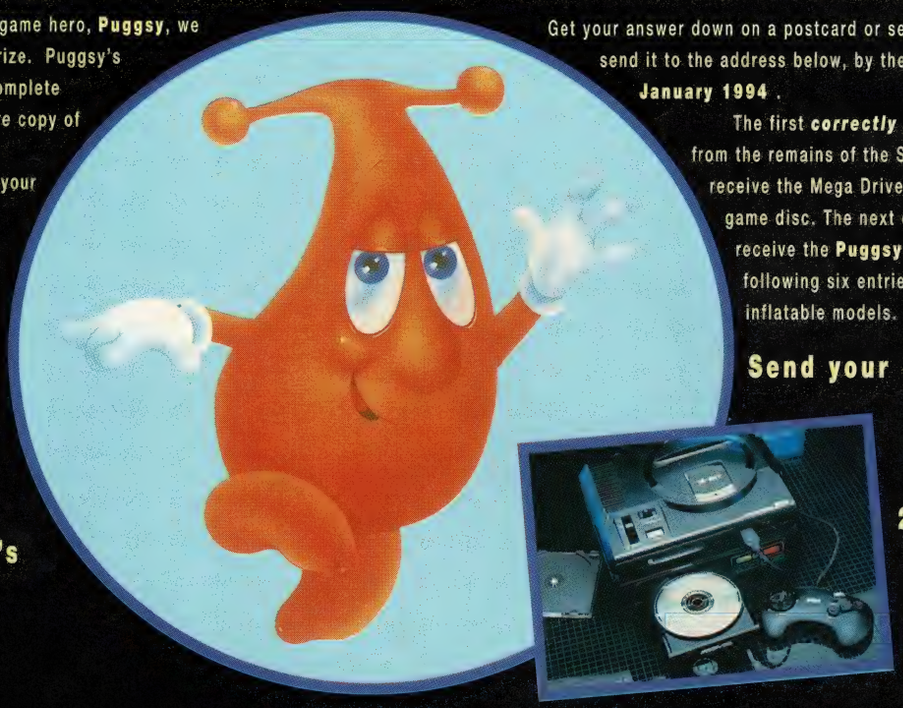
PLUS A COLLECTOR'S ITEM GOLD PUGGSY DISC!

To celebrate the arrival of the newest platform game hero, **Puggsy**, we are giving you a chance to win a very special prize. Puggsy's minders, Psygnosis, have given us not only a complete Mega Drive and Mega CD combo but an *exclusive* copy of **Puggsy** on a gold Mega CD disc, signed by the Puggsy programmers. Wow, try and find that in your local Woolies! No, don't bother, you can't.

Not only that, but we have other prizes of a **Puggsy** Mega Drive game and six inflatable Puggsy models.

How do you grab one of these great prizes? Simply answer the following question-

What's the name of Sonic's home planet?



Get your answer down on a postcard or sealed-down envelope and send it to the address below, by the closing date of **31st January 1994** .

The first ***correctly answered entry*** plucked from the remains of the STC Christmas party will receive the Mega Drive, Mega CD and gold **Puggsy** game disc. The next correctly answered entry will receive the **Puggsy** Mega Drive game and the following six entries will receive Puggsy inflatable models.

Send your entries to:

STC/PUGGSY COMPO, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

"If you haven't got the ball you can't score goals."

(Brian Clough)

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CASTLE ATTACK

SHIP WRECKED

DRAGON'S LAIR

SPOOKY! CLOUD CASTLE

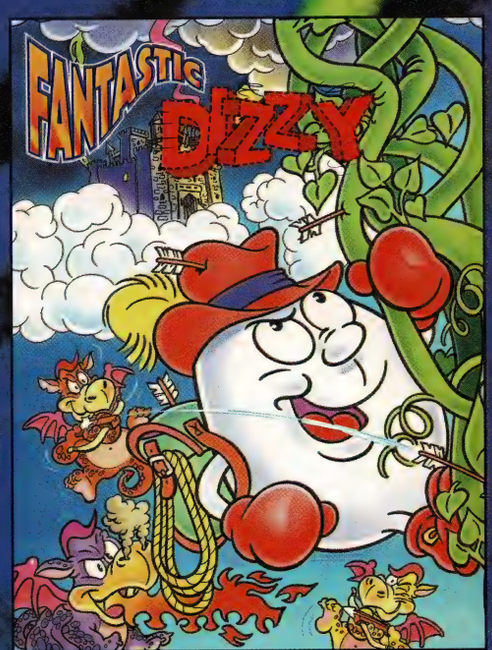
He's here! **Dizzy** is in full action in a huge arcade adventure! Explore the magical kingdom of Zakeria, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms! Meet the strangest people, creatures and monsters in this most excellent adventure! It's all here in the award winning adventure of a lifetime!

"It's exciting, puzzling, well presented, hopelessly addictive - sure to be a winner" 90%
Sega Pro magazine
(MEGA DRIVE)

"A neat combination of platform fun and clever puzzles"
Sega Power magazine

"A superb adventure - plenty of puzzles and great satisfaction" 92% Sega Pro magazine

GAME PLAYS IN FIVE LANGUAGES
ENGLISH · ESPAÑOL · ITALIANO · FRANÇAIS · DEUTSCH



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ALSO AVAILABLE ON: AMIGA. IBM PC. NES*.

FOR MORE INFORMATION PLEASE CONTACT:
Codemasters Software Company Limited, Stoneythorpe, Southam, Warwickshire, CV33 ODL, U.K.

Codemasters™

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*Titled "The Fantastic Adventures of Dizzy". No Italian or Spanish "in game" text.

The Legend of the
GOLDEN AXE
Plague of Serpents
Part 3
IN THE DWARF FORTRESS OF ROCKGUARD. THE DWARF GILIUS-THUNDERHEAD AND THE AMAZON TYRIS-FLARE ARE TALKING TO THE ELDERS IN ROCKGUARD'S CHAMBER OF ELDERS WHEN GILIUS-THUNDERHEAD IS UNEXPECTEDLY ATTACKED ...
THE POOHFARMER! NOT YOU!
'POOHFARMER'? I'LL GET YOU FOR THAT, GILIUS.
GODDESS FLORA, I COMMAND YOU ...
THE NEWCOMER DRAWS ON HER MAGIC POWER.
... ENTWINE HIM WITH VINES.
AND THE NAME'S PLANT-CHARMER, NOT 'POOH-FARMER'.
WHO IS THIS?
GILIUS, WHAT'S WRONG? SHE'S ATTACKING YOU!
GET OFF ME, BLONDIE!
LEAVE HER ALONE, TYRIS. SHE MEANS NO HARM.
Script: Mark Eyles Art: Mike White Lettering: Ellie de Ville

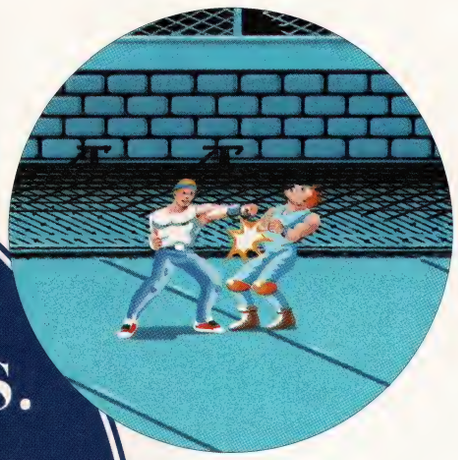
YOUCH! MY ARM STILL HURTS!
WHY DIDN'T YOU FIGHT HER, GILIUS?
GET HER OFF ME, GILIUS, OR IT'LL BE POISON IVY INSTEAD OF GRAPES.
YOU CAN LET HER GO NOW.
TYRIS-FLARE, MEET YUKI-PLANTCHARMER. MY 'QUIET' LITTLE SISTER.
I DIDN'T KNOW YOU HAD A SISTER. GLAD TO SEE SHE'S GOT YOUR CHARM AND GOOD MANNERS.
LIKE SOME GRAPES?
YOU'RE LUCKY GILIUS STOPPED ME BEFORE I HURT YOU, BLONDIE.
HA HA. LOOKS LIKE YOU'RE GOING TO HAVE TO TAKE YUKI WITH YOU, GILIUS.
YOUR FRIEND TYRIS-FLARE CAN STAY AS OUR GUEST WHILE HER WOUNDS HEAL.
YOUR FIRST PRIORITY IS TO RESCUE QUEEN SILPANTIA-DRAGONTAMER FROM THE HIGH PRIEST COBRAXIS AND HIS SNAKE CULT.
WE'LL SEND IN OUR WARRIORS AS SOON AS WE KNOW THE QUEEN'S SAFE. THERE'S A SERVICE SHAFT WHICH SHOULD GET YOU INTO THE HAMMERYNTH UNSEEN.
LATER, IN A SERVICE SHAFT LEADING DOWN INTO THE HAMMERYNTH, A MAZE OF CAVERNS WHICH LIES BENEATH ROCKGUARD.
CAN'T YOU PEDAL THIS LIFT ANY FASTER? THE QUEEN'LL BE DEAD AND COBRAXIS WILL HAVE ALL OUR ENCHANTED METAL BY THE TIME WE GET THERE.*
LET'S GET THIS STRAIGHT. I'M IN CHARGE HERE. IF YOU CAN PEDAL FASTER, GO AHEAD. BUT JUST KEEP OFF MY BACK.
OF COURSE YOU'RE IN CHARGE, GILLY-WILLY. I WAS ONLY TRYING TO HELP.
WHY COULDN'T I HAVE BEEN AN ONLY CHILD?
* COBRAXIS WANTS TO STEAL THE DWARVES' ENCHANTED METAL.

THIS WAY... AND KEEP QUIET.
I KNOW. I'M NOT STUPID.
EY EY HEY... DEE DUM DEE DEE DUM DUM DEY...
AXE-BATTLER HAS STILL NOT RECOVERED FROM THE HYPNOTIC SPELL OF THE SNAKE WHICH NOW HANGS DEAD ROUND HIS NECK.
...DEY GABBA GABBA HIP...
IF ONLY AX WERE HERE, I WOULDN'T BE STUCK WITH YOU.
IF HE'S SO GREAT HOW COME HE GOT LOST? WHAT'S WRONG WITH ME? I'M A GREAT FIGHTER AND I CAN SUMMON PLANTS.
THAT'S ALL I NEED. SOMEONE WITH A BLACK BELT IN FLOWER ARRANGING!
DON'T BE SUCH AN OLD GROUCH, GILLY. YOU NEVER LET ME JOIN IN YOUR GAMES.
THIS ISN'T A GAME, YUKI. I JUST DON'T WANT YOU TO GET HURT.
SSSCOBRAXISSS.

THE HIGH PRIEST COBRAXIS' CAMP WITHIN THE HAMMERYNTH.
ONE WORD FROM ME AND THE CAGE OF SNAKES WILL START TO SQUEEZE, QUEEN. HEE HEE. NOW TELL ME WHERE THE ENCHANTED METAL IS HIDDEN.
GULD'S DEMONS ROT YOU, COBRAXIS. I'LL NEVER TELL YOU WHERE TO FIND IT.
SSSSS
SSSSS
SSSCOBRAXISSS.
WHAT'S THE MEANING OF THIS? YOU'RE INTERRUPTING THE MIGHTY COBRAXIS AT HIS WORK.
NOW I'LL HAVE TO PUNISH YOU. HEE HEE HO.
TWO INTRUDERSSS APPROACHING THE NORTHERN SSERVICE PASSSAGE.
I HATE BAD NEWS.
NOW FOR YOUR PUNISHMENT, LITTLE SPY SNAKE. SQUEEZIE, SQUEEZIE HEE HEE.
WIZARD-PRIEST, COME HERE!
WIZARD-PRIEST VIPRAX AT YOUR SERVICE.
DEAR, SWEET VIPRAX! BRING THE INTRUDERS TO ME.

I RUSH TO OBEY, MIGHTY COBRAXIS.
LOOK OUT, YUKI.
I'M READY. I'LL EASILY BEAT HIM!
MY MAGIC RAINBOW SNAKE DUST WILL CAPTURE THOSE TWO.
VIPERAE ARCUS PLUVIUS OPPUGNANT!
RSHRSHRSHSSSSS
SEIZE THE INTRUDERS!!
ZZSZS
SZSSZSZZ
YOU READY TO FILLET SOME SNAKES, YUKI?
I DON'T FEEL HUNGRY, GILIUS.
NEXT ISSUE: GILIUS NO MORE?

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.



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Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q zone for hints, tips and help with your favourite Sega games.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, and his operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

ANOTHER WORLD Codes

MD

Another World gives you the opportunity to solve puzzles and guide that dude, Lester, back to his home in this above average 3D animated game. However, if you boomers are having problems guiding him, here are all the level codes to help you out:

LEVEL	CODE	LEVEL	CODE
2	HTDC	7	KLFB
3	CLLD	8	BFLX
4	LBKG	9	BRTD
5	XDDJ	10	TFBB
6	FXLC	11	TXHF
12	CKJL	13	LFCK

PIT-FIGHTER Tips

MD

Pitfighter is a game featuring elements of both wrestling and street fighting. It's a recommended fighting game, especially when playing with a friend. If you have been having problems, then try the following cheats:

To gain extra continues, select your favourite character and play to level 8. When you fight Mad Miles, pause the game, plug another joypad into port 2, unpause and press Start on pad 2. Select a character and you shall start with three extra continues. Beat-up your former character and use your current fighter for the rest of the game.

PREDATOR Codes

MS

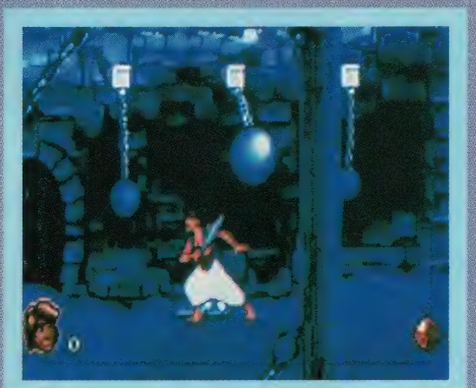
Predator is a very nice game for the Master System. It includes good graphics, decent sound, but is fairly hard. If you have found it hard going getting to the later levels, here are five codes to help you:

LEVEL	PASSWORD
2	SPOCGURD
3	ROTADERP
4	SEGATSOH
5	NAGIRRAH
6	LAICIFFO

ALADDIN Tips

MD

The second best Sega game ever created, (Sonic is first, of course!) **Aladdin** was greeted with amazement by everyone due to the standard of animation. With the majority of Sega owners either having the game or due to get it for Christmas, I thought I would give you some tips to help you along the way:



1. Remember to touch the Blue Vases. In the event of you dying, this enables you to re-start from this point, instead of the beginning!
2. If you are finding it difficult to get past the knife-throwing baddies, try using the Apples more often before you reach them. A good idea is to jump over the Knife after it has been thrown to stop your engery being depleted.
3. Pick up as many big blue Genie tokens as you can. This way, when the level is complete, you'll have a chance to earn more lives etc on the Bonus Machine game.
4. Whenever you see a Camel, jump on its back to get rid of enemies.
5. At the end of the level 'Agrabah Rooftops,' you will encounter the first two bosses. The first one is easy; hit him eleven times, but watch out for his fast moving sword. The second boss is also easy if you know the technique. When a barrel is thrown, jump in the air and throw an apple. Repeat this to defeat him.
6. During Abu's bonus rounds, keep to the centre of the screen. That way, when anything falls from the sky you can quickly determine which way to go to avoid being hit.

GIANT SONIC ACTION POSTER
PLUS! SECRETS OF THE SONIC TV SHOWS!

NEW
Sonic
THE POSTER MAG

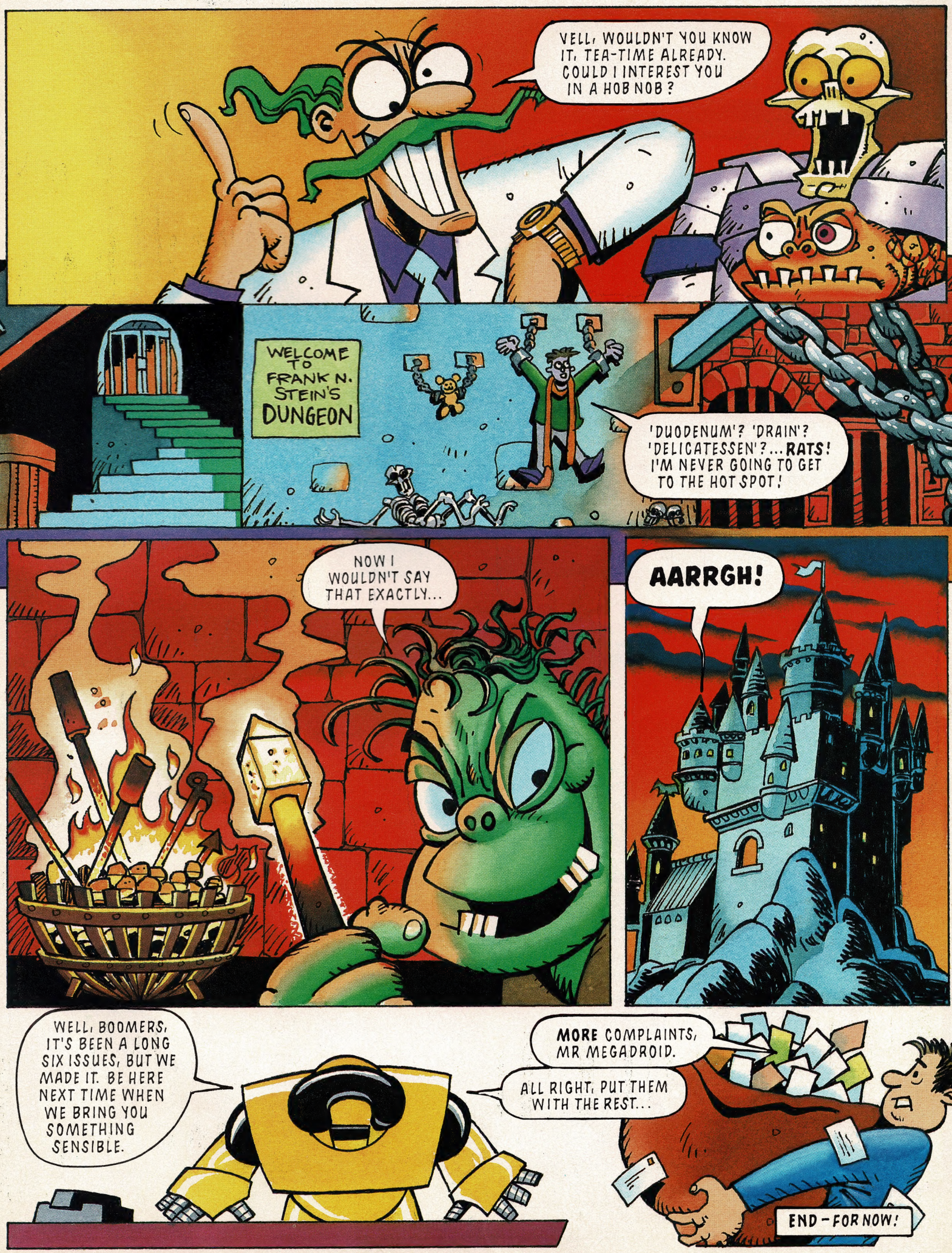
No.1 ON SALE NOW £1.35
AT ALL GOOD NEWSAGENTS

WH...WHAT IS IT?
IT IS DER FIRST OF DER ARMY OV DER UNDEAD I AM CREATING FOR YOU! I CLONED CELLS FROM HEAD, A BEING WITH ONLY HALF A BRAIN!
I RESENT THAT!
Decap Attack
STARRING CHUCK D. HEAD!
PART 6
GOOD LORD MAN, WHAT UNSPEAKABLE MONSTER DO YOU GET CLONING FROM A CREATURE WITH ONLY HALF A BRAIN?
VOT DO YOU GET? YOU GET...
...A BLOCKBUSTERS CONTESTANT!
ER...I'LL HAVE A 'P' PLEASE, BOB!
DO YOU WANT TO SEE MY MASCOT?
HIS NAME IS WINSTON.
WHEN I FORCED PROFESSOR STEIN TO CREATE ZOMBIES FOR ME I DIDN'T EXPECT ANYTHING LIKE THIS!
RUPERT, GET THE MEN TOGETHER. WE'RE LEAVING!

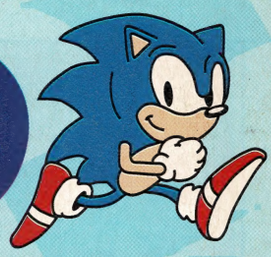
Script and Art: Nigel Kitching **Colour:** John Burns **Lettering:** Tom Frame

DUH...WHICH ONE IS BOB ANYWAY?
OH, HE'S THE ONE WITH THE TUSKS.
BOB, WAIT! I WANT TO DO THE GOLD RUN!
FASTER, RUPERT. FASTER!
RETREAT, MEN!
BUT WHY?
IT'S AN EMERGENCY! MOVE!
JUST TIME FOR A FINAL THREAT, MR D CAP.
OH VERY WELL.
YOU MAY HAVE BEATEN ME THIS TIME, BUT I'LL BE BACK WITH A VENGEANCE!
THAT WAS LOVELY, THANK YOU.

THEY'RE REALLY LEAVING...
RUMMBLE!
VE'VE VON! BUT VHAT ARE VE GOING TO DO VITH DIS MISERABLE CREATURE?
LEAVE HIM TO ME...
OKAY, PAL, WHAT 'D' IS AN ANCIENT PLACE OF IMPRISONMENT AND TORTURE?
OOH, I KNOW THIS ONE! DON'T TELL ME, DON'T TELL ME...
IS IT 'DESERT'? NO, HANG ON A MINUTE... 'DENTIST'? 'DENMARK'? 'DARLINGTON'?


VELL, WOULDN'T YOU KNOW IT, TEA-TIME ALREADY. COULD I INTEREST YOU IN A HOB NOB?
WELCOME TO FRANK N. STEIN'S DUNGEON
'DUODENUM'? 'DRAIN'? 'DELICATESSEN'?... RATS! I'M NEVER GOING TO GET TO THE HOT SPOT!
NOW I WOULDN'T SAY THAT EXACTLY...
AARRGH!
WELL, BOOMERS, IT'S BEEN A LONG SIX ISSUES, BUT WE MADE IT. BE HERE NEXT TIME WHEN WE BRING YOU SOMETHING SENSIBLE.
MORE COMPLAINTS, MR MEGADROID.
ALL RIGHT, PUT THEM WITH THE REST...
END - FOR NOW!

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

What a Load of...

Dear STC,

After reading through an issue, I thought, 'what a complete pile of . . . quality reading'. Not a black and white rip-off in sight. Excellent! But I must say that you should always include free gifts like stickers and badges just to make it more than worth it.

Mark Warne, Chichester, West Sussex. Sonic Water Fun Game Winner.

What a complete . . . coincidence, Mark. You must be ecstatic after our recent spree of free cover gifts.

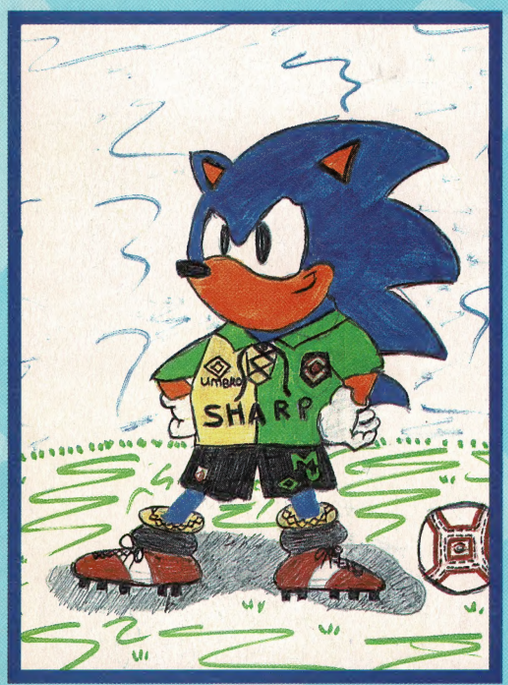
Shoppers' Paradise

Dear STC,

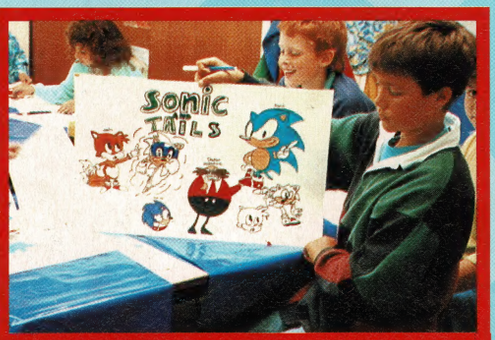
I was walking around the local supermarket with my gran, bored out of my mind, while she bought lots of rubbish. I decided to wander off and look at the magazines and then I saw it - **Sonic the Comic**. I ran back with the issue to my gran shouting: "Can I have it?" "O.K.", she said, and I read it all the way round the aisles until we got to the check-out counter.

Christopher Guest, Alderley Edge, Cheshire. Sonic Water Fun Game Winner.

So, Christopher, you only want to know your kindly gran when you need something from her. Have you thought of becoming a politician when you grow into a bigger hume?



Never mind the Red Devils, here's a case of the Blue Hedgehog, disguised as Sonic McClair. **By Billy Oliver, Baguley, Manchester. Sonic Water Fun Game Winner.**



Fans of Sonic and Tails come together at the Garfield Summer Play Scheme. **Sent in by Bill Taylor, N. Lancing, Sussex. Sonic Water Fun Game Winner.**

S-T-She

Dear STC,

What I want to know is: **are there any other girls out there?** I'm sure I'm not the only girl who reads STC. Computer games are not just for boys. I also think you should print more letters and drawings. Apart from that, keep up the good work.

Helen Williams, Newport, Gwent. MD owner. Sonic Water Fun Game Winner.

Actually, Helen, I sympathise with the hume who thinks he's in charge, because of the two bossy female-types here at STC. But I do agree that computer games are not just for boys - or humans, for that matter.

Blue Humour

Dear STC,

I am so jolly, I've decided to write some hedgehog jokes:

Q: What did the daddy hedgehog say to his naughty son before he spanked him?

A: This is going to hurt me more than it hurts you.

Q: Who won the boxing contest between the hedgehog and fox?

A: The hedgehog - on points.

Kevin Galvin, Harlesden, London. MD owner. Sonic Water Fun Game Winner.

Mega-Porkies

Dear STC,

I must tell Megadroid to stop lying - he must get paid as he said so in issue 3.

Michael Wilson, Sprowsten, Norwich. Sonic Water Fun Game Winner.

An old hume proverb: Don't believe everything you read in the press.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

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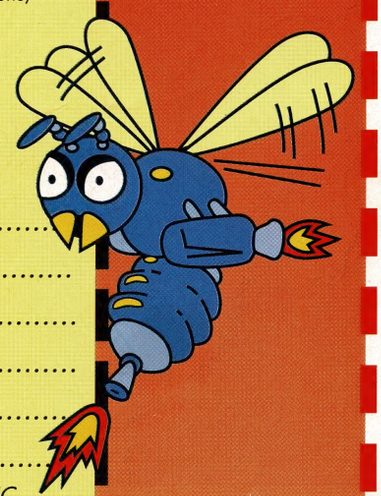
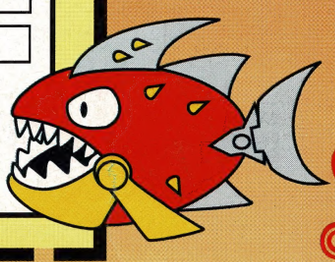




DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

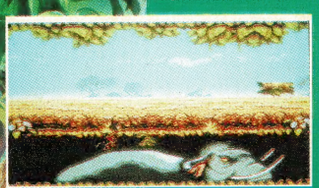
1.....
2.....
3.....

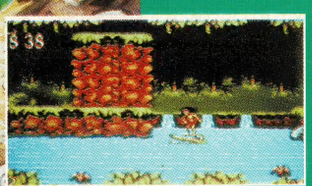
HOW DO YOU RATE ISSUE 15 OF **STC?**

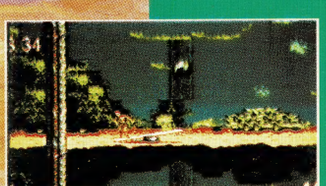
☐ %

Virgin Presents
The Video Game

Walt Disney's CLASSIC
The Jungle Book







Get down to the bare necessities of life and escort Mowgli through the jungle to the safety of the human village. Fight the boggle-eyed snake, Kaa, and defeat Shere Khan the hungry tiger, in this exciting adventure based on the Disney's classic! It'll drive you ape crazy!

SEGA GAME GEAR

SEGA Master System

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